




***What's so special about Amiga CD32?***

 **Commodore**

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# WHAT'S SO SPECIAL

## The Competition...

The new Amiga CD<sup>32</sup> with its superior graphics technology offers the ultimate in game console price/performance. With dazzling colours, higher resolutions, faster animation and 3D special effects, the CD<sup>32</sup> produces superior games, blowing away the competition. The Amiga CD<sup>32</sup> uses the same chipset and video technology as in Commodore's high end video workstations, setting a new price/performance level for game consoles. In independent comparisons, the Amiga CD<sup>32</sup> wins over all the competition. A recent Gallup survey in the UK rates the Amiga CD<sup>32</sup> the best selling CD games console. The 1993/1994 Buyers Guide from Electronic Games Monthly Magazine rated the Amiga CD<sup>32</sup> the best CD games console over Atari Jaguar, 3DO, Sega Mega CD and Phillips CD-i. The superiority of the Amiga CD<sup>32</sup> is further demonstrated by the enthusiastic support from developers. Over 100 developers are working on state-of-the-art titles for the CD<sup>32</sup>.

### EGM Buyers Guide Quotes

"The latest Amiga system from Commodore boasts some of the best technical features of all the new systems."

"This system looks promising! Commodore has done some great products over the years and this one is no exception. It may blow away the competition with the low price."



## What Competition?

SPEC	CD <sup>32</sup>	3DO	SEGA	JAGUAR	CD-i
Micro Processor & Graphics and Audio Processors	68020/14MHz (32 Bits) Sprite Engine 64 Pixels Wide (32 Bit) Graphics Co-processor (16/32 Bits) Blitter (16/32 Bits) Audio Engine 4 Voice (16 B) *MPEG Video Decompress Engine 40MHz *MPEG Audio Decompress DSP (24 Bits) 28MHz	ARM/12MHz (32 Bits) 2 Video Animation Processor (32 Bits) DMA Engine (32 Bits) Audio DSP (32 Bits)	2 x 68000/12MHz (32 Bits)	68000/13.3MHz (16 Bits) GPU (64 Bits) Object Processor (64 Bits) Blitter (64 Bits) DSP (32 Bits)	68340/16MHz (16 Bits)
Chips	4	2	3	2	2
Memory	2MB RAM	2MB RAM	0.128MB	2MB RAM	1MB RAM
BUS Width	Dual 32 Bit BUSES	32 Bit	Dual 16 Bit BUSES	Single 64 Bit with 16 and 32 Bit Ports	16 Bit
Expansion BUS	Yes, Processor, Audio, Video	Partial	Partial	Partial	Partial
Processor Acceleration Upgrade Capability	Yes	No	No	No	No
Internal Expansion Slot	Yes	No	No	No	Yes
Async Serial Port	Yes	No	No	Yes	Yes
High Speed Auxiliary Serial Port	Yes	Yes	No	No	Yes
Realtime Multi Tasking OS	Yes	Yes	No	No	Yes
Super High Res 35 ns Pixels	Yes	No	No	No	No
Video Overlay Genlock Support	Yes	No	No	No	No
ROM Cartridge	No CD-ROM Based	No CD-ROM Based	Yes (16 Bit)	Yes (32 Bit)	No CD-ROM Based
Screen Resolution	Up to 1280 x 512	Up to 640 x 480	320 x 224	Up to 768 x 576	384 x 280
Game Controller	11 Buttons	11 Buttons	8 Buttons	12 Buttons	10 Buttons
Photo CD	Planned	Yes	No	Planned	Yes
Colours	256/256,000/16.7M	65,000/16.8M	64/512	16.7M	256,000/16.7M
Photo Realistic Images	Yes	Yes	No	Yes	Yes
Sound	CD 16 Bit Stereo + 4 Voice 8 Bit Stereo *MPEG CD 16 Bit Stereo	CD 16 Bit Stereo	CD 16 Bit Stereo	CD 16 Bit Stereo	CD 16 Bit Stereo
Hardware Video Decompression	Yes, HAMB & *MPEG-1	Planned	No	Planned	Yes
CD-ROM	Yes, 2 x Speed	Yes, 2 x Speed	Yes, 1 x Speed	Planned	Yes, 2 x Speed
Prices	£299.99 Base	£499.99 Base	£129.99 Base £249.99 CD Add-on £379.98 Total	£199.99 Base £169.99 CD Add-on £369.98 Total	£399.99 Base

\*Optional Features



# Want some street cred?



"For the last six years the Amiga has been synonymous with state-of-the-art computing for the masses."

"Despite the arrival of Sega and Nintendo, the Amiga brand has proved powerfully resilient – as is evidenced by the booming sales of Amiga 1200 and the early sales success for the Amiga CD32."

"We're very excited about the prospects for these machines and we are doing all we can to provide magazine support."  
Chris Anderson, Chief Executive – Future Publishing Ltd



"1994 will be a big year for Commodore, and Gremlin's plans are for 100% support. If you want Zool 2 on console, then you will get it first on Amiga CD32."

Ian Stewart, MD – Gremlin Graphics



"The Amiga 1200 is the best leisure computer in the world! The CD32 will become a major home entertainment unit. Our commitment to Commodore is as strong as ever."

Maurice Cohen, Managing Director – Emcee



"The Amiga continues to be our most successful format, spurred on by the demand for A1200 specific titles. This, combined with healthy sales of CD32 software, can only lead us to one conclusion: Commodore have once again proven their ability to produce the right products at the right price."

Ash Taylor, MD – Leisuresoft

"Commodore seem to be riding very high at the moment. Our Amiga sales in the UK are very impressive – particularly Mortal Combat and Cannon Fodder – but also catalogue sales. The CD32 hardware is selling well at retail according to our market intelligence and we have decided to support it with a number of key titles for release early next year."  
Tim Chaney, European Managing Director – Virgin Interactive

"The CD32 represents the ideal leading-edge technology product to take games players into the future of electronic entertainment. System 3 Arcade Software are launching their product portfolio with classic titles like Last Ninja, Myth and Putty. We will be following this up with exciting new titles early in the new year including Putty Squad and Desert Fighter."  
Mark Cale, MD – System 3



"It's great to see Commodore UK out in front leading the pack!"  
Jeremy Rihl, MD – Digita International

"I feel that Commodore have come up with a brilliant machine that can challenge and beat the Japanese consoles on all counts – price, specification and quality software at affordable prices. Flair have already published three titles for the machine, have another three due imminently, with four more titles in production for early '94 releases."  
Colin Courtney, MD – Flair

"Since the inception of Future Zone our relationship with Commodore has been first class and their products have performed exceptionally well within our stores."  
Tony Pickup, MD – Future Zone Stores Limited



"We have been very pleased by the level of sales for Sensible Soccer on the CD32 and are confident that the five titles that we have in development will enjoy similar success."  
Tom Watson, MD – Renegade



"We are delighted with our involvement in CD32. All our titles are selling strongly which has justified our investment in the new format. In 1994 all of our titles will be produced for CD32 and we look forward to some real advancements in software development that currently only the CD32 can offer."

Michael Hayward, MD – Millennium

"Having shared in 10 years of Commodore achievements, we now look forward with the A1200 and CD32 (plus a few other Commodore surprises) to continued success."  
Paul Patterson, Sales Director – Ocean Software



"I am pleased we moved quickly on developing CD32 titles as the sales figures for the titles that we have published have far exceeded our initial expectations. Not only have the initial orders been good, but there has been significant re-ordering."  
Jim Mackonochie, Sales and Marketing Director – Mindscape

"The market clearly needs something new. Commodore, the first with the 32-bit technology. The Amiga CD32/1200 has the potential to create some stunning games and put the Amiga back on top."

Big Boy Barry – Games World

"We are proud to be a major distributor for the Amiga, the UK's first choice home computer. In 1993 we are pleased to announce that we have supplied more Amigas to the trade than ever before. The results speak for themselves, so congratulations to Commodore and here's to 1994."  
Mike West, Director – S.D.L.



"The amazing Amiga AA graphics chipset and digital CD audio, what an awesome combination! As developers, we will be giving the CD32 full support and from that you can expect some outstanding entertainment titles in the coming months! The CD32 offers and indeed is, the future in multimedia home entertainment."  
Martin Brown, Director – Team 17 Software Ltd

"The advent of the CD32 allows our programmers and artists to use their imaginations to the full where previously system limitations had led to compromise. We will continue to support the CD32 and anticipate continued success with upcoming titles such as Total Carnage, GULP and AKIRA."  
Deborah Isaac, Managing Director – I.C.E. International Computer Entertainment

"The A1200 has, without doubt, been the highlight of the year, with sales far exceeding our most optimistic forecasts. In addition, the launch of CD32 has been quite remarkable and it has already become our best-selling CD games console."  
Gary Richards – Comet



"The CD32 is a great machine and our sales figures already show it is well worth supporting. I recommend it without hesitation."  
Andrew Hewson, MD – 21st Century Entertainment

## AMIGA™ The future is Clear



# AMIGA CD<sup>32</sup> 32-BIT POWER

from  Commodore

## MICROCOSM

No-one is immune. Time is running out for corporate mogul Tiron Korsby. A microscopic probe has been injected into his bloodstream by rival corporation Axiom. A probe that with every beat of his heart is homing in on his brain to execute its diabolical plan: total mind control. Your mission: track down and destroy the intruder.



### AMIGA CD<sup>32</sup> Features

- Top loading CD-ROM double speed drive
- Motorola® 68EC020 microprocessor running at 14MHz
- 2MB, 32-bit CHIP RAM as standard
- 1MB system ROM (Kickstart 3.1)
- 1KB non-volatile memory for saving high scores and game positions
- AGA Custom Chipset capable of producing 2 to 256,000 colours from a palette of 16.7 million
- Screen resolutions from 320 x 200 to 1280 x 512 (more with overscan including 800 x 600)
- Four channel 8-bit stereo sound, 6-bit volume and 16-bit CD audio
- 11-button game controller supplied as standard
- Headphone jack with sliding volume control
- RF output connector, for simple connection to a television
- Colour composite output connector
- SVHS output connector
- AUX connector to both keyboard and high speed serial port
- 182-pin expansion connector for Full Motion Video module
- Right and left stereo audio connectors (2 x phono)
- Game controller/mouse/joystick connectors (2 x DB9 male)
- Support for Amiga CD32, Audio CD, CD+G as standard
- Support for Video CD, with optional Full Motion Video module

  
Commodore

## THE CHAOS ENGINE

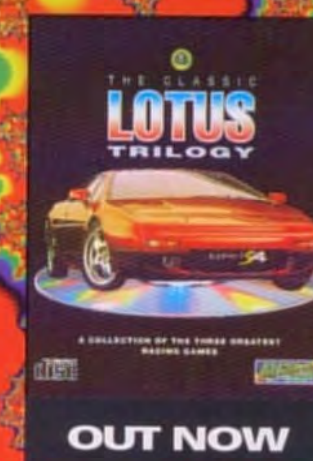
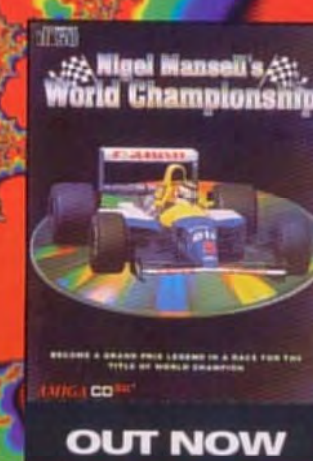
Leading a party of pugilistic adventurers, the players must make their way through the grounds, the woods, the outbuildings and into the mansion itself, eventually finding The Hall of Machines, where The Engine is located.



# THE ENGINE...

AMIGA CD<sup>32</sup>

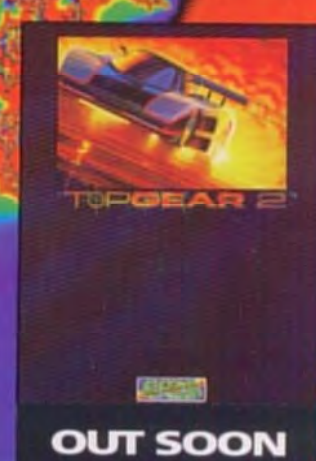
# ...THE FUEL



BIGGER...BETTER...FASTER...



Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423





# Amiga CD32 accounts for over 40% of CD software sold (source Gallup)

## ..and it's realistically priced so you get more for your money!!



**Fury of the Furries**  
Mindscape



**Alfred Chicken**  
Mindscape



**Labyrinth of Time**  
Electronic Arts



**Zool**  
Gremlin



**Morph**  
Millennium



**Dennis**  
Ocean



**Chambers of Shaolin**  
Grandslam



**Sleepwalker**  
Ocean



**Fire Force**  
I.C.E.



**John Barnes Football**  
Krisalis



**Lemmings**  
Psygnosis



**Chuck Rock II**  
Core Design



**Premier**  
Core Design



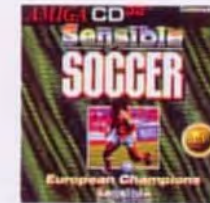
**Brutal Football**  
Millennium



**Pirates Gold**  
Microprose



**Seek & Destroy**  
Mindscape



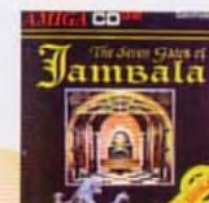
**Sensible Soccer**  
Renegade/Mindscape



**Disposable Hero**  
Gremlin



**Fly Harder**  
Krisalis



**Seven Gates of Jambala**  
Grandslam



**Global Effect**  
Millennium



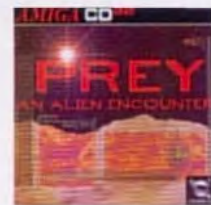
**Trolls**  
Microvalue Flair



**D/Generation**  
Mindscape



**Fire & Ice**  
Renegade/Mindscape



**Prey**  
Almathera



**International Karate Plus**  
System 3



**Qwak/Alien Breed**  
Team 17



**Project X/F17 Challenge**  
Team 17



**Liberation**  
Mindscape



**Whales Voyage**  
Microvalue Flair



**Little Devil**  
Gremlin



**Helmdell II**  
Core Design



**Uridium 2**  
Renegade/Mindscape



**James Pond 3**  
Millennium



**Castles II**  
Interplay



**Super Putty**  
System 3



**Games & Goodies**  
MultiMedia Machine



**Donk Special Edition**  
Supervision



**Chaos Engine**  
Renegade/Mindscape



**Nigel Mansell's World Championship**  
Gremlin



**Simon the Sorcerer**  
Alternative Software



**Insight Technology**  
Optonica



**Grolier's Encyclopedia**  
Xiphias



**Now That's What I Call Games 1**  
MultiMedia Machine



**Summer Olympics**  
Microvalue Flair



**Nick Faldo's Golf**  
Grandslam



**Dangerous Streets**  
Microvalue Flair



**Bubba 'n' Stix**  
Core Design



**Chuck Rock 1**  
Core Design



**Arabian Nights**  
Krisalis



**Banshee**  
Core Design



**Deep Core**  
I.C.E.



**Pinball Fantasies**  
21st Century Ent



**Robocod**  
Millennium



**Zool 2**  
Gremlin



**Mean Arenas**  
I.C.E.



**Overkill/Lunar-C**  
Mindscape



**Defender of the Crown II**  
Sachs



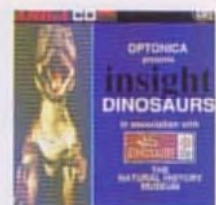
**Lotus Turbo Trilogy**  
Gremlin



**Microcosm**  
Psygnosis



# Great Titles Appearing on Amiga CD32



**Insight Dinosaurs**  
Optonica



**Naughty Ones**  
Interactivision



**Now That's What I Call Games 2**  
MultiMedia Machine



**Guinness II**  
New Media



**Herewith the Clues**  
Domark



**Trivial Pursuits**  
Domark



**Insight The Human Body**  
Optonica



**Frontier Elite II**  
Gametek



**Wembley International Soccer**  
Audiogenic



**Gunship 2000**  
Microprose



**No Second Prize**  
Thallion



**Total Carnage**  
I.C.E.



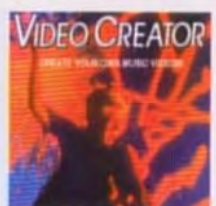
**Bubble & Squeak**  
Audiogenic



**Humans**  
Gametek



**Super Methane Brothers**  
Apache



**Video Creator**  
Almathera



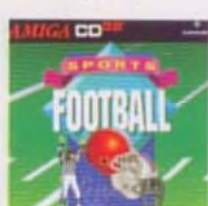
**Ambermoon**  
Thallion



**Lost Vikings**  
Interplay



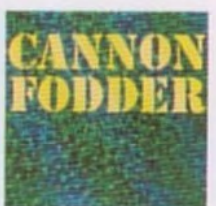
**Battle Chess Enhanced**  
Interplay



**Sports Football**



**Surf Ninjas**  
Microvalue Flair



**Cannon Fodder**  
Virgin Interactive Ent.



**Watch out for over 100 new titles before Christmas 1994!!**

**THE HOTTEST GAMES FOR YOUR CD32  
ARE FROM MINDSCAPE...  
...AND HERE'S THE PROOF!**



## ALFRED CHICKEN™

90% - "It's finger lickin' good" - Amiga Computing  
87% - "One of the finest platform games you'll ever see on your CD32" - The One  
RRP £25.99



## D/GENERATION™

90% - "An impossibly great game" - Amiga Power  
89% - "A corking arcade adventure" - Amiga Force  
RRP £25.99



## EVASIVE ACTION™ (Due late '94)

90% - "Amazingly playable, brilliant with two players" - PC Gamer<sup>®</sup>  
80% - "A beautiful game to look at, and one that plays excitingly" - PC Player<sup>®</sup>  
RRP ET.B.A.



## FURY OF THE FURRIES™

90% - "Brilliant - I really can't recommend it enough" - The One  
86% - "A great puzzley platformer" - GamesMaster  
RRP £29.99



## LIBERATION™

90% - "Without a shadow of a doubt the best CD32 game available" - C&VG  
94% - "If any game is worth buying a CD32 for, Liberation is it" - The One  
RRP £34.99



## MEGARACE™ (Due late '94)

"Backdrops have to be seen to be believed... scores on its atmosphere and quality of competition" - PC Power<sup>®</sup>  
RRP ET.B.A.



## OVERKILL/LUNAR-C™ (Double-game disc!)

84% - "Incredibly smooth and wonderfully quick" - Amiga Format  
RRP £29.99



## SEEK & DESTROY™

85% - "Top class stuff from start to finish" - Amiga Action  
83% - "Excellent, and a real challenge for blast-'em fans" - Amiga Format  
RRP £25.99

**ASK YOUR LOCAL RETAILER FOR THEM!**



MINDSCAPE

Mindscape International Ltd.

Priority House, Charles Avenue, Maltings Park, Burgess Hill,  
West Sussex RH15 9PQ Tel: 0444 246333 Fax: 0444 248996

<sup>®</sup>Quotes from reviews of the PC version.  
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**AMIGA CD 32**



# Merchandising activity...

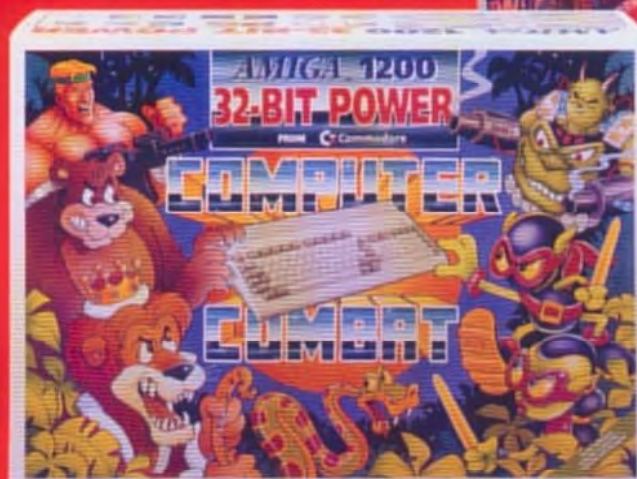
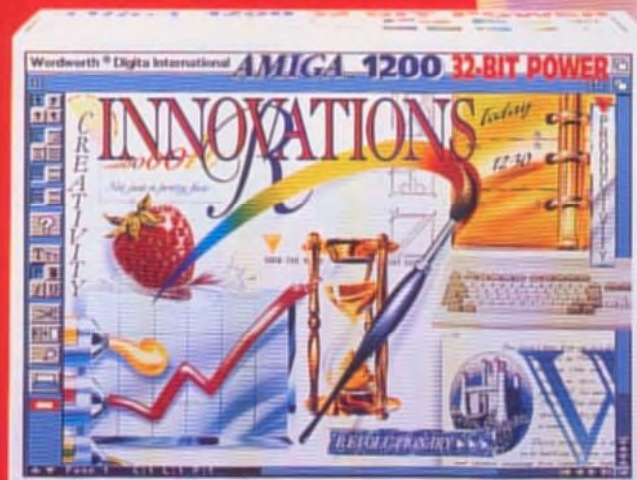
## Merchandising Material to Support your Sales Team

We are aware that simply producing stunning packs which are superb value-for-money is not enough. We realise that our job does not end in supplying you with the product and that we have to assist you in selling through.

To fulfil this part of our obligation to you, our loyal dealers, we have produced a range of merchandising products designed to complement the theme of the packs which includes flyers, posters, a software catalogue and demonstration disks and CDs.

Naturally, there can be no better way to show the product and software to its best advantage, and maximise sales potential at the same time, than on one of our custom designed point-of-sale stands.

If you would like more information on any of these items, please contact Gill Rimmer on (0628) 779631.



# Commodore's Commitment to the Independents



Dear Independent Dealer

For well over a decade, Commodore has led the industry with innovative and leading-edge, high specification, value-for-money products. Innovative products require innovative marketing techniques and for these we have built up a sound reputation. In particular, our bundles have become legendary, gaining us access into well over 6 million households in the UK alone and the very nature of the products we manufacture, in particular the Amiga platform, makes them compatible with a whole host of useful third party add-on devices.

We have always believed that this situation could only be really exploited by specialist independent dealers whose day-to-day business is total involvement in this industry. Very early on it became obvious to us that dealers like you are a major integral part of the whole structure of our business. Although in the past it may have seemed we had lost sight of this reality, I want to make it very clear to you that we fully support the valuable service you provide to our end users.

Over the past year or so, the market has been dominated by low cost, low margin consoles with high cost software. Last year we launched Amiga CD32, and it has quickly dominated both the CD hardware and software charts and is rapidly eating into the once 'sacred' and all powerful console market. CD based machines, and in particular Amiga CD32, will form the basis of the platform of the future and are rapidly gaining acceptance now. With a declining 16-bit market, the cartridge based consoles are not set for a slow and lingering death but a swift and costly demise. This void needs to be filled now and you are the people to best capitalise on this opportunity.

Your business is as important to us today as it has been for many years and we will continue to support you in any way we can. Your success is a reflection of our success and, rest assured, we understand the value of mutually profitable trading partnerships.

**We invite you to join us in forging a future together, towards 2000 and beyond.**

With sincere best wishes

*David Pleasance*

David Pleasance  
MANAGING DIRECTOR

## Reasons Why You Should Not Consider Buying Anything Less Than 32-Bit Technology:-



- Value added software packs
- Free point-of-sale literature, posters and window stickers
- Proven technology
- On-line free technical support
- Affordable software
- Huge peripheral sales potential
- Opportunity to sell extended warranties
- Commitment from the world's leading software publishers
- High performance versus price ratio



- Sell leisure and productivity software
- Free 1 year At Home service
- Europe's best-selling home computer
- 2 million existing users in the UK alone



- 90 CD32 titles in just 8 months
- Revolutionary 32-bit CD technology
- Plays audio (Karaoke) and full motion videos (optional module required)



# AMIGA 1200

## 32-BIT POWER FROM

 Commodore

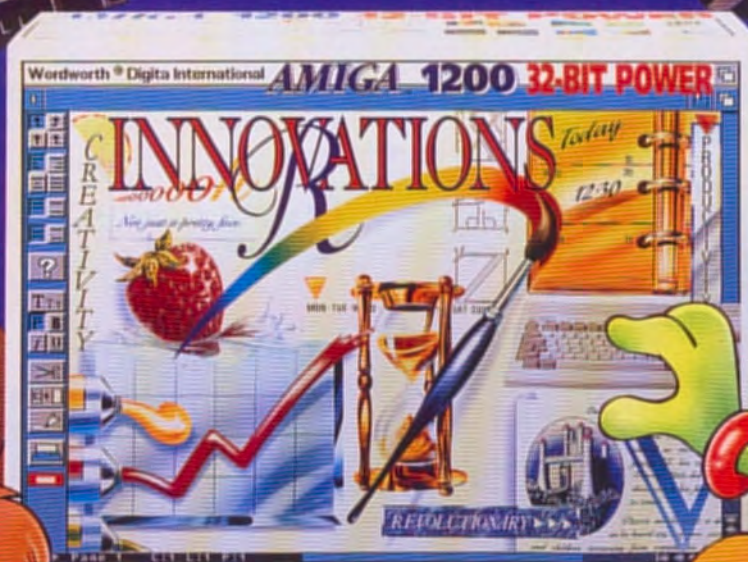
The world's  
best-selling 32-bit  
home computer

New internal  
'engine' double  
AA chipset



2MB, 32-bit RAM,  
fully expandable

Up to 256,000  
colours on-screen  
from a palette of  
16.7 million colours



Some software  
requires a joystick -  
joystick not included